

# **Med Systems Software**

**NEW! ASYLUM!**



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**SPRING 1981 CATALOG**

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**MED SYSTEMS SOFTWARE**

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# **ADVENTURE RISES TO NEW DEPTHS!**

Med Systems' line of interactive, 3-D graphic adventures is in a class by itself. Using full screen graphics, you can actually **see** what you are doing and where you are going as you play some of the most sophisticated adventure simulations ever written.

3-D means that as you wander through the mazes and buildings, a full screen graphic display constantly shows your position in a perspective format as though you were actually there! This "rat's eye" view adds an entirely new dimension to adventure. And do not underestimate these programs! Some programs offered by our competitors rely on a series of stored pictures, which makes for very limited play. Our 3-D graphics are constructed at lightning (and we mean **lightning!**) speed for all given locations from very compact bit mappings. Deathmaze and Labyrinth consist of over 550 locations! Asylum tops 1200 locations!

English language commands can be entered at any time to manipulate your environment. The command sets are extensive and sophisticated. Dozens of objects are scattered throughout the mazes and buildings. You can pick them up, burn them, throw them, etc. You may need the sword to fight off an ugly little man. Or a steel rod to hold apart crushing walls. Deathmaze 5000 and Labyrinth allow the traditional one and two word commands. Asylum incorporates our Advanced Language Interpreter (ALI), which allows full sentence input.

These machine language programs are the first of a new genre. If anything, our descriptions completely understate the fun these programs provide! Even if you normally dislike adventure type programs, these programs will totally amaze you! **WE GUARANTEE IT!**



## Deathmaze 5000

**Deathmaze 5000** places you on the top floor of a five story building. Each floor is a maze of twisting passageways. Floors are connected by elevators and open pits. You have but one goal. **ESCAPE ALIVE!** Where is the only door out of this nightmare? Monsters, bats, mad dogs, hunger, and many more horrors plague your every step as you struggle to escape the most complex adventure ever written.



01-DM-T TRS-80 Model I Level II 16K or Model III Level II 16K cassette \$12.95  
02-DM-T Apple II or Apple II Plus 32K cassette \$12.95  
01-DM-D TRS-80 Model I Level II 32K DISK \$16.95  
02-DM-D Apple II or Apple II Plus 48K DISK \$16.95

## Labyrinth

**Labyrinth** places you in a maze of gigantic proportions. But you are not alone! A minotaur searches for you, seeking a grisly meal. You must find weapons, spells, and treasures. You must deal with ghosts and cave gnomes. You *must* avoid the minotaur until the moment is right for the final battle.

01-LB-T TRS-80 Model I Level II 16K or Model III Level II 16K cassette \$12.95  
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02-LB-D Apple II or Apple II Plus 48K DISK \$16.95

## Asylum

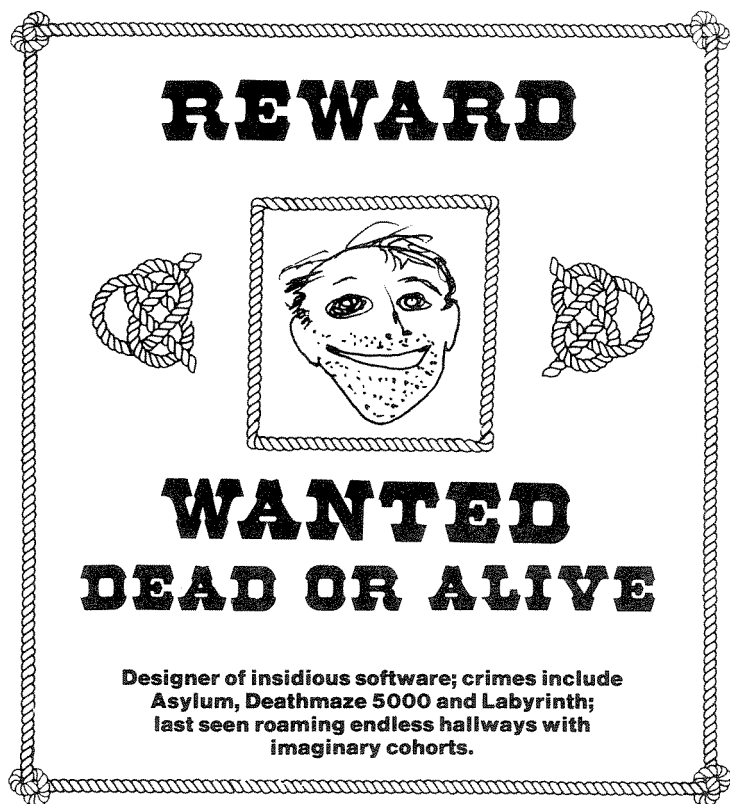
**Asylum** places you on a cot in a small room. Periodically, a janitor lobs a hand-grenade through the window of your locked door. What you do next could mean survival and escape! It could also mean permanent residence in the home for Deathmaze survivors! To leave, you will have to deal with guards, fellow survivors, doctors, the infamous Crazy Carpenter, and much, much more. Don't expect to get out any time soon!

01-AS-T TRS-80 Model I Level II 16K or Model III Level II 16K cassette \$14.95  
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## **CONTEST!**

This man escaped Deathmaze only to be hauled off to Asylum! From his condition you would never realize that he designed both **Death-maze** and **Asylum**. Those few others who escape either nightmare may send their correct solution to us. On May 30, a drawing will be held. Six intrepid adventurers will win their choice of three programs from Med Systems' catalog and a shirt with the Deathmaze or Asylum logo. Only the correct solutions are eligible. All judgements final. Please enclose a SASE for return of solutions or notification of correctness. All winners will be contacted directly.

**Watch for details of our super drawing at Christmas!**



## Rat's Revenge

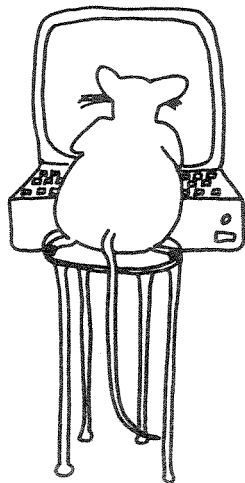
Rat's Revenge places the user in a maze. However, the user is never allowed to see the maze from above. What the user sees are hallways, doors, and walls in 3-D perspective, as though the user were physically inside the maze! Hallways might recede to infinity or end a few steps down the road. Doors open to the right and left. The user must explore the maze and find the cheese before starvation terminates the game.

As in all Med Systems' products, use is easy and unambiguous. Movement is made using the four arrow buttons. "→"

turns you right, "←" turns you left, "↓" turns you around, and "↑" moves you forward one step. Those users with a numeric keypad can use the keypad in lieu of the arrows.

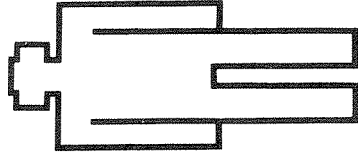
Several additional features enhance the program tremendously. Two difficulty levels are provided. The easy level generates a small maze, while the hard level generates a maze four times as large. The acceleration command ("A") allows you to jump up to five squares forward in long hallways on a single move. A hint query (Shift 8) tells you whether or not you are on the main trail, though your score will be affected. If you wander too long, you will begin to hallucinate cheeses, and mysterious poetry will be heard. At any time you may quit (Q), refresh the screen (R), or ask for help (H). At the end of all games, the maze will be drawn on the screen and a relative score given, as well as ratings from "the perfect rat" to "sub-human".

Graphics generation is very fast. Packed strings are used to produce the best 3-D displays of any program of this kind, and at a speed that is truly incredible.





# The Human Adventure



The Human Adventure is an incredibly sophisticated game package which doubles as an educational tool for teaching human anatomy and function. Whether you are interested in playing a challenging computer simulation game or learning about human structure, or both, this program far surpasses **anything** available on the market today in its class.

The cardiovascular system serves as a gigantic maze through which the user travels and explores the human body. Over 160 distinct sites are mapped. As you reach them, **all** major organ systems are described, and every artery or vein travelled through is named. A machine language text manager displays text at lightning speed. And remember, all of this is anatomically correct.

Graphics are used to constantly display a CAT-scan like patient scan on the lower half of the screen. The user's position is always visible here, as well as any diseased sites. As the user moves, his corresponding screen marker moves. An option under the REPORT command will graphically draw a split trace of the arterial and venous system as the computer sees them.

The user issues one word commands for movement, reports, defense, and other functions. A list of these commands is always available from REPORT, so you never have to second guess a programmer you have never met. A REFRESH command is included that simply redraws the screen. In many programs using formatted screens, an inadvertent CLEAR or hitting a control key causes the screen to become out of sync with no way to undo the damage. Not so with a REFRESH request!

Exploration mode involves no disease or white cell attacks and unlimited energy is assumed. This mode allows the user to gain familiarity with the body's layout.

The game mode involves a patient with cancer. Initially there are two afflicted sites, each growing at an average but not identical rate determined by the level of difficulty chosen. At certain points in their growth, they will infect other sites if they have not been destroyed. Also, as the player moves through the body, antibodies will attach to the hull of his craft. As this number increases, the probability of a white cell attack increases. Periodic electrification of the hull to burn off these proteins is necessary.

01-HA-T TRS-80 Model I Level II 16K or Model III Level II 16K cassette \$12.95

02-HA-T Apple II or Apple II Plus 32K cassette \$12.95

01-HA-D TRS-80 Model I Level II 32K DISK \$16.95

02-HA-D Apple II or Apple II Plus 48K DISK \$16.95



## The Playful Professor

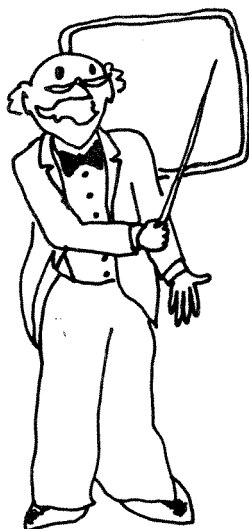
The Playful Professor tutors integer and fraction mathematics using a highly graphic game format. Three levels of problem difficulty are provided. Movement in the game depends on answering the current problem correctly. Incorrect answers allow no movement and the machine goes into a tutor mode. Fractional answers that are not in lowest terms allow a limited move, but the tutor mode is entered first. Correct answers allow a full move.

The tutor mode clears the gaming screen and solves the current problem step-by-step in a vertical "blackboard" format that any child will recognize immediately. All aspects of problem solving are covered including finding common denominators, reducing to lowest terms, graphic long division, and much more. Upon completion of tutoring, the game screen is zapped back onto the monitor instantaneously and the game resumes.

The game revolves around a 60 room castle drawn on the screen. Doors between the rooms open and close randomly with each move. The player is represented by a little man who can walk from room to room on each move. The number of rooms a player is allowed to move depends on correctly answering the problems presented in the problem area on the center of the screen. The object is to catch the ghost who has the only key to the front door, then to get to the front door and leave. The ghost, however, is programmed to run away with the key, unless, of course, you have the key, in which case he comes after you!

Playing options include one or two players. When there are two players, each may specify a different difficulty level. A password may be given to allow play without problems. Problem type can be chosen from multiplication, division, subtraction, and addition. A choice of either fractions or integer mathematics is provided.

Recommended for ages 4 to adult.





### Money Master

Money Master is designed to tutor the young child in the use of money. Minimal reading and some understanding of coins is required. The tutoring is done through a game format which places the child in a graphics maze of 30 rooms and hallways. Half a dozen creatures and objects reside in various rooms. The child must eliminate all of these from the maze in order to complete a game.

The player walks through the maze via the four arrow buttons. Each time he encounters an object or creature, he must successfully perform a transaction. Tolls eliminate creatures, while objects are stored as part of the player's property. As soon as all of the objects are eliminated, the player is given a score and his property is displayed.

The tutor mode displays coins and money graphically. The creature or object is drawn, and the child asked for various answers. Paying correct amounts using a reasonable balance of coins and the counting of change are emphasized. Upon completion of the transaction, the player is returned to the game.

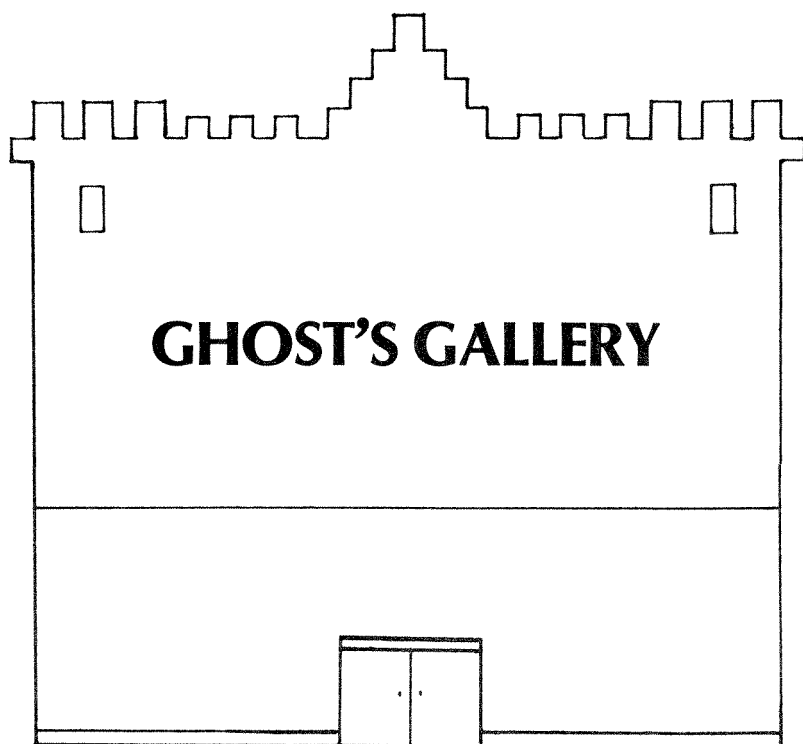
Every game produces a different maze. The player and object library are all represented graphically. The object library contains two dozen creatures and objects, six of which are randomly selected and placed in the maze. Text is written with the early reader in mind. Two additional game commands, quit (Q) and help (H) are provided.

01-MM-T TRS-80 Model I Level II 16K or Model III Level II 16K cassette \$12.95

01-MM-D TRS-80 Model I Level II 32K DISK \$16.95







Ghost's Gallery is a graphics game for the TRS-80 for one or two players. A sixty room castle is drawn on the screen. To win, a player must capture the ghost with the key and get to the front door before the ghost or other player captures him.

This game takes its basic premise from the Playful Professor, but by dropping the mathematics section, room has been made for greatly enhanced graphics and game features. The ghost is much smarter, and, consequently, harder to beat. Secret passages exist. When he has been robbed of his key, the ghost fires deadly arrows into the maze to catch unwary players.

The center of the castle is dominated by the Ghost's Gallery. Fast access to various parts of the castle is available here, but crushing walls and trapdoors must be avoided at all costs.

01-GG-T TRS-80 Model I Level II 16K or Model III Level II 16K cassette \$12.95

01-GG-D TRS-80 Model I Level II 32K DISK \$16.95



## MED SYSTEMS SOFTWARE

### Med Systems's Adventures

Adventures are games that allow a user to interact in a reasonably complex way with his computer. One and two word commands are typically used to manipulate situations and objects in order to reach a "win" situation. Med Systems expands on this by providing various additional command types (phrases in **Bureaucracy**, arrowed movement in **Reality Ends**, map commands in **Samurai**) and using graphics in some way. (Our 3-D adventures are worlds unto themselves, discussed elsewhere, and currently without comparison).

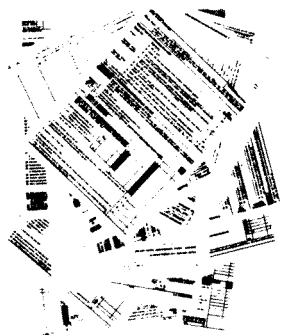
Med Systems Adventures use other features also absent from many similar programs. These features include dynamic screen formatting, a constantly displayed and updated inventory, and various graphic displays. This is in addition to flashing cursor, machine language speed, and game saves in under 5 seconds. With our guarantee of satisfaction, you can't go wrong.

### Bureaucracy

**Bureaucracy**, the adventure of government agencies, places you in the role of an amateur mechanic who has devised a way to get 80 mpg from your old Cadillac. Your mission is to bring this cheap technology to the attention of the Department of Energy Assistance (DOEA). You must get past hordes of secretaries, muddle through myriad forms, and mix with middle management. But don't lose

yourself in DOEA's great office building, the Octagon, and be sure to get finished before 4:30.

In addition to the standard adventure features, **Bureaucracy** offers soft-keys for short conversations with the various personalities you will encounter and a "mini" 3-D graphics display.



01-BU-T TRS-80 Model I Level II 16K or Model III Level II 16K cassette \$12.95

02-BU-T Apple II or Apple II Plus 32K cassette \$12.95

01-BU-D TRS-80 Model I Level II 32K DISK \$16.95

02-BU-D Apple II or Apple II Plus 48K DISK \$16.95



## Reality Ends

**Reality Ends** is the adventure of ultimate doom. You are placed in a reality composed of over 200 parallel universes, each fully described by the computer. As you wander freely through these universes, you must find a way to defeat the Citadel of Baldir before it destroys all of reality. Will you attack Margon to free the Amulet of Sangi? Will you recruit the fanatic hordes to aid your quest? Can you solve the problem of the quicksand pit? Or is reality doomed to fade around you as you desperately type away at your keyboard. . .

Reality Ends allows the player to request all vocabulary words. This feature, plus its relatively straightforward problems, makes it an ideal game for the player new to adventure games.

01-RE-T TRS-80 Model I Level II 16K or Model III Level II 16K cassette \$12.95

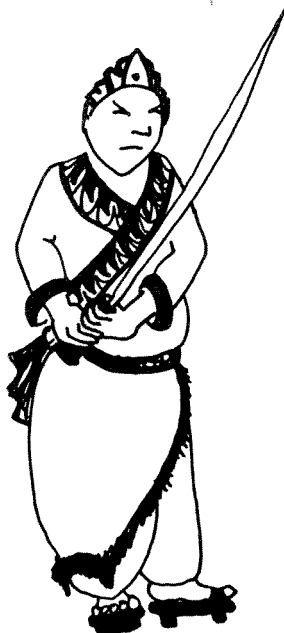
02-RE-T Apple II or Apple II Plus 32K cassette \$12.95

01-RE-D TRS-80 Model I Level II 32K DISK \$16.95

02-RE-D Apple II or Apple II Plus 48K DISK \$16.95

## Samurai

The year is 1600, the place is Japan. You must explore the four main islands of this nation, seeking to advance yourself from peasant to Shogun, supreme dictator of all Japan. Those smart enough may succeed, but most will remain peasants, or worse, eta! Features include some "mini" 3-D graphics.



01-SM-T TRS-80 Model I Level II 16K or Model III Level II 16K cassette \$12.95

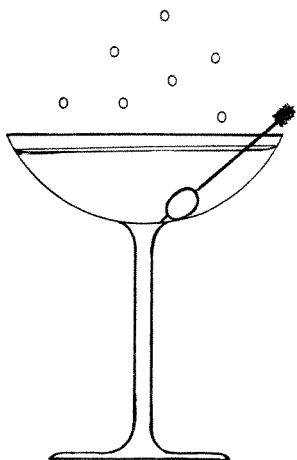
02-SM-T Apple II or Apple II Plus 32K cassette \$12.95

01-SM-D TRS-80 Model I Level II 32K DISK \$16.95

02-SM-D Apple II or Apple II Plus 48K DISK \$16.95



# The Basic Bartender



**The Basic Bartender** is a very specialized data mini-system. The standard program encodes and manages very complete information on 102 mixed beverages. New drinks may be added and/or deleted as memory conditions allow. The principle display allows for overall selection of drinks. Three types of commands are allowed at this level:

1. Any drink may be requested by typing its name. If the requested drink is not found, you are returned to the facing screen with a message to that effect.
2. Fourteen categories are listed, each representing a subset of the drink library. Enter the category number and the drinks associated with this category will be neatly displayed along with their drink numbers. By entering the drink number desired, a drink recipe may be displayed. By entering "R", you are returned to the first screen. Note that a given drink may be (and usually is) in up to three different categories.
3. The command ALL may be given. This produces a complete listing of titles in order and neatly formatted on multiple screens with appropriate pauses and escapes back to the initial screen. Use is self-explanatory.

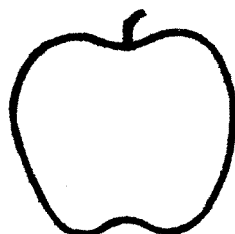
Recipes are displayed on an entire screen. Information associated with each drink includes title, recommended glass, complete list of ingredients, mixing instructions, garnish recommendations, and jigger/ounce conversions. The mixing instructions are complete English sentences, not codes or choppy commands. Hitting any key returns the user to the selection mode.

Addition of drinks is limited by both the amount of available memory length of the encoded recipes for the new drinks. The system as sent contains 102 recipes with room for about 24 more of average length in 16K. Remember, this is **completely** RAM resident. Complete instructions for additions and deletions are included in the documentation.



## Adam's Apple

An incredible puzzle seemingly designed just for Apple owners. This 48 piece three dimensional jigsaw puzzle reassembles into a plump red apple. A tantalizing decoration for your computer room or a fascinating paperweight, Adam's Apple is a puzzle that is a challenge to the core.



X-AA-P Adam's Apple Puzzle \$8.99 postpaid.

## PROGRAM ALBUMS

**3-D Adventure Diskette:** Deathmaze 5000 and Labyrinth on 1 disk.

01-AD-D TRS-80 Model I Level II 32K DISK \$29.95

02-AD-D Apple II or Apple II Plus 48 K DISK \$29.95

**Educational Diskette:** Playful Professor, Human Adventure and Money Master on 1 disk.

01-ED-D TRS-80 Model I Level II 32K DISK \$34.95

## BLANK CASSETTES

**C-10 Cassettes:** Fully guaranteed, 5-screw housing, AGFA PE611 tape, Norelco box.

X-CT-A 10 cassettes/\$10.00

### Blank Diskettes

The same diskettes we use for programming and orders. 5¼ inch floppy disks, fully guaranteed.

X-DK-A Floppy Diskettes \$4.00 each

### Cheap Cassettes

C-10 cassette tapes as above which are unsuitable for storage of full 16K programs due to small blips or folds in the tape. Ideal for storage of short working programs. No guarantee, no Norelco boxes. Quantities limited, please call us for availability.

X-BC-L Cheap C-10 Cassettes 10 cassettes/\$5.00

### Disk Storage Boxes

Plastic fold-up storage boxes hold 10 5¼ inch floppy disks. Quantities limited, please call for availability.

X-DB-L Disk Storage Boxes \$4.00

1 FREE with order of 10 diskettes, see above.



## MED SYSTEMS SOFTWARE

### HINT SHEETS

Hint sheets for Deathmaze 5000, Labyrinth, and Asylum are available for \$1.00 each. Hint sheets contain about a dozen hints for the program specified.

X-HS-DM Hint Sheet for Deathmaze 5000 \$1.00

X-HS-LB Hint sheet for Labyrinth \$1.00

X-HS-AS Hint Sheet for Asylum \$1.00

### GUARANTEE

All Med Systems Software programs come with a 14 day money-back guarantee. If for any reason you are not satisfied with our software, return your order within 14 days of receipt for a prompt and cheerful refund.

### ORDERING INFORMATION

Please use the order form on the following page to order. Be sure to include catalog number and computer type to avoid mix-ups. Orders are processed within 5 working days. Mastercard and Visa are accepted; please remember to include the expiration date, and for Mastercard, the Interbank number. Postage and handling within the U.S., Canada, and U.S. territories is included in the purchase price. For overseas orders, please add \$3.00 for air post. Overseas and Canadian customers, please remember to send U.S. dollars or use your credit card. North Carolina residents please add 4% state sales tax.

**Apple Disk Users:** All Apple DISKS are 16-sector, DOS 3.3.

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**Domestic:** Cash, check, money order, or credit card (Visa or Mastercard)

**Foreign:** U.S. dollars or affiliated credit cards of Bank of America, Visa or Mastercard. No check on foreign funds accepted. No foreign C.O.D., not even Canada.

**C.O.D.:** Orders accepted for U.S. only. C.O.D. charges paid by customer. We pay freight on prepaid orders within the continental United States.

**Prices:** Prices and conditions are subject to change without notice.

# MED SYSTEMS SOFTWARE



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